



# Playtester Feedback Worksheet

Student Worksheet



**Playtester Name:**



**Name of Game playtested:**

## Feedback Questions:

1. What was the concept of the game? Was it clear? Why?

2. What were the core mechanics of the game? Did they fit well with the concept? Why?

3. How did the game space make you feel?

4. Are the five elements of game design balanced in this game? How?

5. What was challenging about the game?

6. What was fun about the game?

7. How could this game be improved?